Ch/G/RR

29 August 1957

Ch/D/GC/RR

Terrain Shading in D/GC

- 1. You will recall the efforts made in the Cartography Section, OSS, to produce maps featuring terrain representation. Although these efforts were received with high consumer praise at the time the results were predicated on the sole ability of one person. Wo organization existed which would permit the training of new personnel, the scientific testing of the final product, and the experimentation which leads toward a better and more efficiently produced end product. All work in this field ended at the close of World War II.
- 2. Several years ago, primarily prompted by NIS requirements, the Division undertook the problem of introducing on a sound organizational basis the production of terrain shading. Intensive study periods at the University of Washington and the Federal Institute in Zurich, Switzerland, resulted in the formulation of a sound organizational component in D/GC wholly devoted to the production of terrain representation.
- 3. Recently the establishment of the Terrain Section in the Development and Construction Branch was authorized. At present, two persons (one in training) are on a full-time basis in terrain representation. The organizational pattern will permit expansion when deemed necessary; facilities exist to test potential trainees and subsequently train them.
- 4. The development of this capability represents, in my opinion, a marked forward step in the historical development of D/GC. An interim development report is attached for your information.

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Enclosure (1)

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4 Sep 1957 -- Routed on to AD/RR; DAD/RR; Ch/G. with note: "Otto, I asked Bob V. for a status report on terrain shading in view of our recent training efforts and increasing demand for maps with terrain shading. Think you and Bill might be interested in the bit of background provided in the report!

Jim"